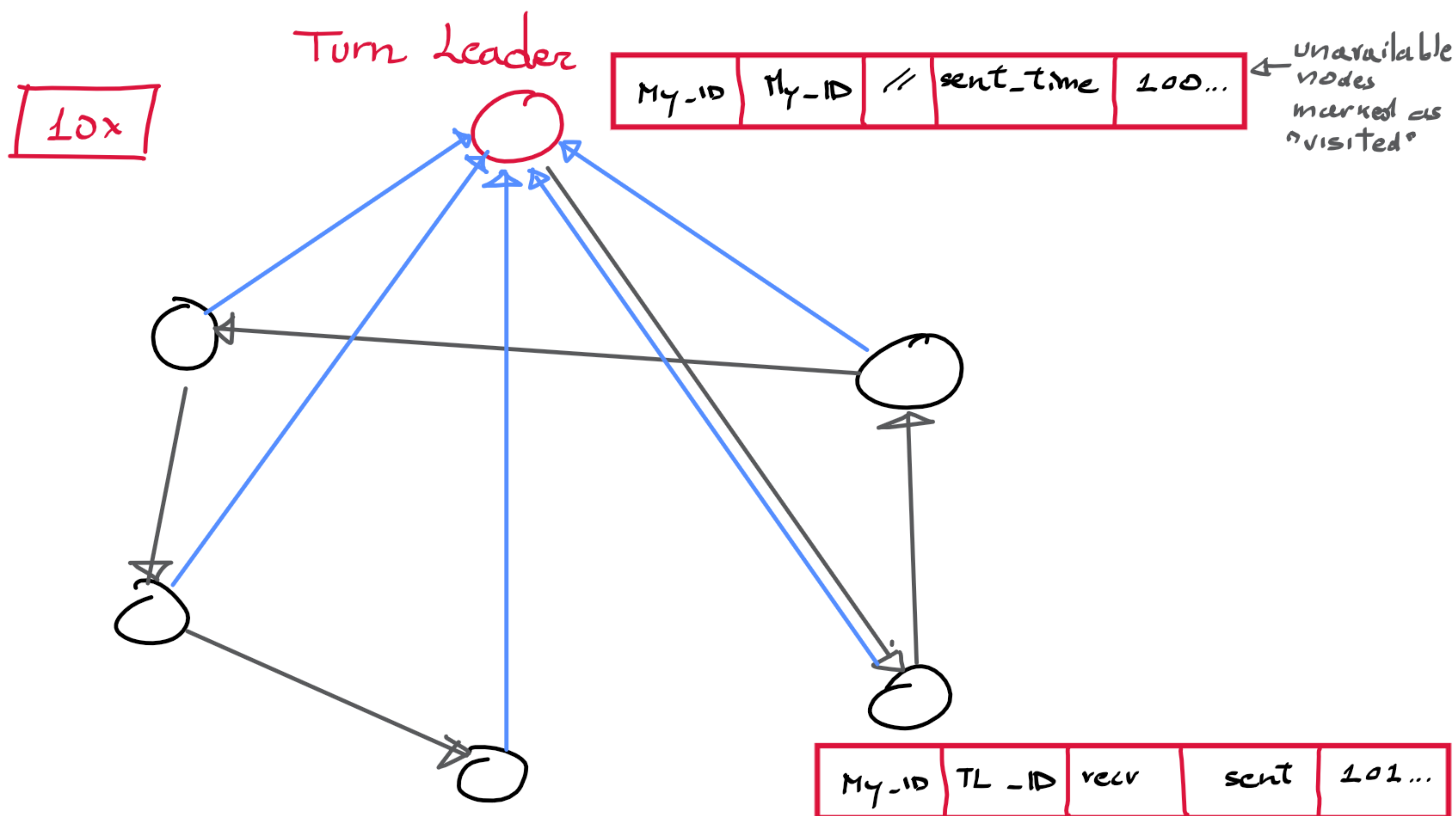


# Turn



## Turn Leader

